

FLIGHT

Aerodynamics of Model Rockets

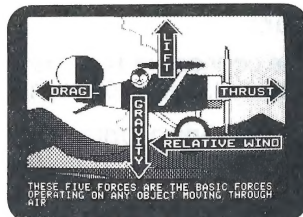
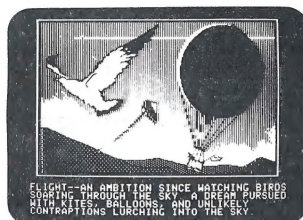
FOR APPLE IIe and IIc COMPUTERS WITH 64K MEMORY. COLOR MONITOR RECOMMENDED.

CONTENTS:

5¼ Inch Disks
User's Guide
90 Day Warranty

PROGRAMS:

Forces on Flying Objects
Aerodynamics
Drag
Center of Gravity/Center of Pressure
Stability
"Tech Tip"



These programs help you understand why things are able to fly. Learn why kites, model airplanes, and model rockets fly. Clear graphics and easy-to-understand wording helps you understand the fundamentals of flight.

You will have frequent opportunities to interact with the computer to test your understanding as you progress.

Programs authored by Bob Cannon and Mike Dorffler
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Animation created with TAKE 1 by Baudville.

Graphics created with BLAZING PADDLES by Baudville.



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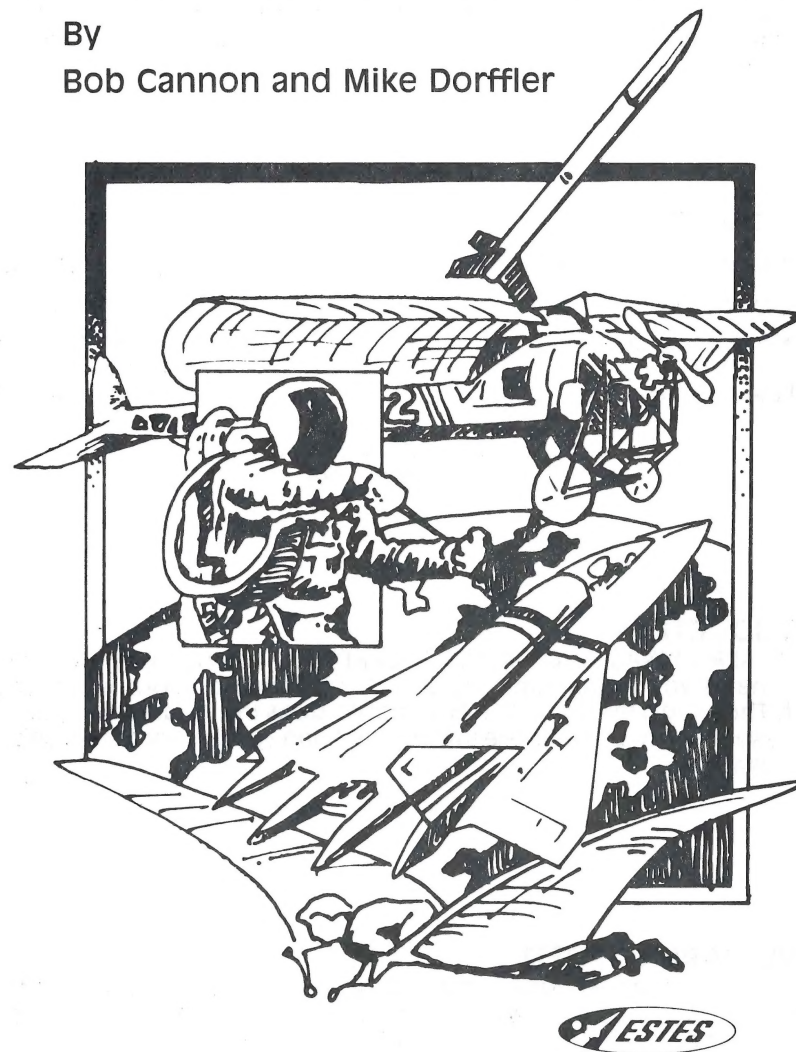


No. 9026

FLIGHT: AERODYNAMICS OF MODEL ROCKETS

By

Bob Cannon and Mike Dorffler



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INTRODUCTION

FLIGHT: AERODYNAMICS OF MODEL ROCKETS is an interactive software tutorial which helps you understand the forces operating on your model rocket in flight. The programs on both sides of both disks utilize detailed graphics and user responses to present the information and to monitor and reenforce the user's learning.

HARDWARE NEEDED

This software will operate on an Apple IIe or IIc computer with 64K or more of ROM (Read Only Memory) with one disk drive. A color monitor is needed for best enjoyment of the colorful graphics.

GETTING STARTED

Open the door of your disk drive.

Hold the first **FLIGHT: AERODYNAMICS OF MODEL ROCKETS** disk with the label side up and facing you. Carefully place the disk in the disk drive and close the drive door.

Turn on your computer and monitor.
Follow the instructions on the screen.

Enjoy!

CONTENTS OF DISKS

Introduction

Forces on Flying Objects

Aerodynamics

Drag

Center of Gravity/
Center of Pressure

Stability

Tech Tip™

Each program contains information on its subject. The programs feature excellent graphics to aid your understanding. The programs are interactive. Frequently you will be asked questions about what is being covered. Your answers will determine what you do next. This tutorial approach reenforces what you are learning and corrects you when you do not understand.

The programs are designed to be used in the order listed. Each program builds on what was learned in the previous program.

The emphasis is on the application of each topic to model rockets, but how what you are learning affects other flying objects is discussed.

SUMMARY OF PROGRAMS

Introduction

The concept of flight is introduced. The importance of the relative wind is introduced. The Main Menu is included in this program.

Forces on Flying Objects

The four basic forces on flying objects are explored.

Aerodynamics

Factors which affect heights which model rockets can reach are examined. The effect of relative wind is further studied. The importance of angle of attack is considered. Glides, stalls, and dives are discussed.

Drag

The factors involved in drag are studied in some detail. The factors which affect the drag encountered by your model rockets are explored. The drag formula is presented and analyzed. Common problems with drag are examined so that you can avoid them in building and flying your model rockets.

Center of Gravity/Center of Pressure

The concepts of center of gravity and center of pressure are introduced and explained. Techniques to move these two points are discussed. The effect of center of gravity/center of pressure relationship on model rocket stability is discussed.

Stability

The effect of center of gravity/center of pressure relationship on stability is reviewed. A method for testing stability without the use of a wind tunnel is explained.

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